

ABSTRACT

A competitive, matrix type game includes a matrix on which game pieces of two or more gamers, one of which may be a computer, are positioned. Each gamer positions a game piece on the matrix upon receiving a turn. The game pieces of one or more other gamers may be captured when a gamer positions or repositions one of his or her game pieces at an opposite end of a linear (vertically, horizontally, or diagonally) sequence of game pieces opposite from another, like game piece belonging to that gamer. Alternatively, a capturing event may occur when a gamer positions more than two game pieces along the same line of the matrix. The game may be effected manually or electronically, and may comprise a stand-alone game or a bonus event to a primary game. Gaming machines and systems that may be used to implement play of the game are also described.

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